Nas-Dis Cassette Version

The cassette version of the program is identical to the EPROM version, and as a result all address references in the manual apply equally to this version, although they will need to be translated to suit the address at which you load Nas-Dis. The full program is 3K bytes in length, although it is possible to use it in the simple mode only, in a reduced area of memory.

The tape contains a copy of Nas-Dis in a relocatable format together with a relocating loader and a Generation program. The tape, which is in READ format, will load from 1000H to 238FH and is exectuted at address 1000H. (The tape has in fact been "G"enerated - see Nas-Sys manual).

The Nas-Dis generation program will prompt you for the addresses you wish Nas-Dis to use, and, if possible, will produce a copy of Nas-Dis at that address. If you are going to program it into EPROM (ie there is no RAM at the execution address you have specified), Nas-Dis will be coded appropriately, but stored in a buffer from 1000H to 1BFFH inclusive.

All the prompts and messages from the generation program are self-explanatory. All input is checked, and, for example, the program will not let you specify a workspace address that overlaps or overlays the main program. You will receive a warning message and confirmation will be requested if you specify an area of memory that is not RAM.

When a version of Nas-Dis has been generated the program reports:Where it should run.

Where it uses workspace. Where it is currently stored.

If it is stored at its execution address the program also puts the appropriate Write instruction on the screen before returning to the monitor, leaving you only to press 'Enter' when you have read your tape.

The recommended location for Nas-Dis is in the highest 3K of the extension RAM in your system. If you adopt this course, it will allow most programs to be dis-assembled without any additional complication. The workspace could be placed in the scratchpad RAM at say C8O, or in high memory after the Nas-Dis - the choice is yours.